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# Computer Program Summary

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| **Program Name:** | Cookie's Bustle |
| **Annotation (short description):** | Cookie's Bustle is a computer program of an adventure game in which the user navigates the main character, Cookie Blair through the fictional country of Bombo World. Cookie Blair is a five-year old girl from New Jersey, brought up in an ordinary household. However, the only difference is that she believes she is a baby bear. The user will only see her as she sees herself – a cute bear wearing a blue dress. She is always holding her precious 'Grey Rabbit', a gray-colored rabbit doll. Her main goal is to win a Gold Medal in the 'Bombo Sports Tournament', the users will play a series of action-games for this. Nevertheless, she discovers that she has a higher purpose of solving the mystery of Bombo World, and the EBEs. Five-year-old Cookie matures as she talks to the various characters that appear in the game, she learns what it means to love, to hurt and ultimately, the profoundness of the world and society.<br><br>**List of the main features of the working project:**<br>• Cookie's Bustle is a point-and-click adventure game. The user can make her walk by moving the cursor to the direction they want to go. To run, the user can click down on the mouse.<br><br>• Cookie has an invisible parameter that indicates the following: Power, Mind, Moral, Experience, Technique (for Sports Tournament), Food, Water, Fat (how much she has eaten affects her performance), and Toilet. The user will be aware as they will see how Cookie is acting, also Cookie will tell the user how she is feeling.<br><br>• Throughout the game, Cookie can talk freely to other characters that appear. To talk to them, the user can move her to the person they want to talk to, and face them towards each other.<br><br>• Sometimes, the user can answer to Yes/No dialogues when given the option.<br><br>• Throughout the game, Cookie can get various items. This can range from simple food and drinks (there are specific stores and vending machines as well), to |

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| | important items such as the Fifth Elements that play an important role in the game.<br><br>• The user can double click to deactivate walking mode. This enables them to do the following things:<br><br>Kissing Cookie: Double clicking and bringing the mouse pointer to Cookie's forehead, allows the user to communicate with Cookie to know how she is feeling.<br><br>Opening Cookie's Pocket: Double click and clicking down where the user is not touching Cookie allows them to see and use the items they have picked up throughout the game. The user can also save data and end the game when in Pocket mode. |
| **Computer Type:** | PC and Macintosh |
| **Programming languages:** | Lingo |
| **Operating system:** | Windows, MacOS |